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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/153,781	09/16/1998	LOUIS B. ROSENBERG	IMM1P053	6020

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EXAMINER
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BELL, PAUL A

ART UNIT	PAPER NUMBER
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2675

DATE MAILED: 03/14/2002

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Please find below and/or attached an Office communication concerning this application or proceeding.

# Office Action Summary

Application No.  
09/153,781

Applicant(s)

ROSENBERG ET AL.

Examiner

Paul Bell

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-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

## Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136 (a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133).
- Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

## Status

- 1) ☒ Responsive to communication(s) filed on Sep 16, 1998
- 2a) ☐ This action is FINAL. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 35 C.D. 11; 453 O.G. 213.

## Disposition of Claims

- 4) ☒ Claim(s) 1-9, 11-31, and 33-100 is/are pending in the application
- 4a) Of the above, claim(s) \_\_\_\_\_ is/are withdrawn from consideration
- 5) ☐ Claim(s) \_\_\_\_\_ is/are allowed.
- 6) ☒ Claim(s) 1-9, 11-21, 24-31, 33-41, 44, 45, 47, 48, 51-61, 63, 64, 66-73, 75-80, 83-89, 91-93, 95-99 is/are rejected.
- 7) ☒ Claim(s) 22, 23, 42, 43, 46, 49, 50, 62, 65, 74, 81, 82, 90, 94, and 100 is/are objected to.
- 8) ☐ Claims \_\_\_\_\_ are subject to restriction and/or election requirements

## Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on \_\_\_\_\_ is/are objected to by the Examiner.
- 11) ☐ The proposed drawing correction filed on \_\_\_\_\_ is: a) ☐ approved b) ☐ disapproved.
- 12) ☐ The oath or declaration is objected to by the Examiner.

## Priority under 35 U.S.C. § 119

- 13) ☐ Acknowledgement is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d).
- a) ☐ All b) ☐ Some\* c) ☐ None of:
- ☐ Certified copies of the priority documents have been received.
  - ☐ Certified copies of the priority documents have been received in Application No. \_\_\_\_\_
  - ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
- \*See the attached detailed Office action for a list of the certified copies not received.
- 14) ☐ Acknowledgement is made of a claim for domestic priority under 35 U.S.C. § 119(e).

## Attachment(s)

- 15) ☒ Notice of References Cited (PTO-892) 18) ☐ Interview Summary (PTO-413) Paper No(s). \_\_\_\_\_
- 16) ☒ Notice of Draftsperson's Patent Drawing Review (PTO-948) 19) ☐ Notice of Informal Patent Application (PTO-152)
- 17) ☒ Information Disclosure Statement(s) (PTO-1449) Paper No(s). 5 AND 4 20) ☐ Other: \_\_\_\_\_

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## DETAILED ACTION

### *Claim Rejections - 35 USC § 102*

1. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless --

(e) the invention was described in a patent granted on an application for patent by another filed in the United States before the invention thereof by the applicant for patent, or on an international application by another who has fulfilled the requirements of paragraphs (1), (2), and (4) of section 371© of this title before the invention thereof by the applicant for patent.

2. Claims 1-8, 9-15, 16-21, 24, 25, 26-31, 33, 34, 35-41, 44, 45, 47, 48, 51-56, 57-61, 63, 64, 66-70, 71-73, 75-80, 83-89, 91-93, 95-99 are rejected under 35 U.S.C. 102 (e) as being anticipated by Woolston (6,162,123).

With regard to claim 1, Woolston teaches a networked haptic feedback gaming system comprising: a first computer coupled to a network (figure 9a item 704), said first computer including a first visual display (figure 3, item 205) and a first interface device capable of providing a first computer input (figure 3, item 200 SWORD), said first interface device including at least one actuator (figure 1, item 500) capable of providing tactile sensations in response to a haptic feedback signal provided by said first computer (abstract), said first computer developing a first image in a first gaming environment on said visual display that is associated with first stored tactile sensation information (figure 3, item 205), wherein said first computer produces said first image and said haptic feedback signal based at least in part on game information received from a second computer; and a second computer coupled to said network, said second computer including a second visual display and a second interface device capable of providing a second computer input, said second interface device including at least one actuator capable of providing haptic feedback in response to a haptic feedback signal provided by said second computer, said second computer developing a second image in a second gaming environment on said visual display substantially simultaneously with said development of said first image in said first gaming environment, said second image associated with stored tactile sensation information, wherein said second computer produces said second image and said haptic feedback signal based at least in part on information received from said first computer (column 5, lines 22).

With regard to claim 2, Woolston teaches wherein said first computer produces said first image and said haptic feedback signal based at least in part on information received from a second

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computer and based at least in part on said first computer input, and wherein said second computer produces said second image and said haptic feedback signal based on information received from said first computer and based on said second computer input (Woolston illustrates a interactive tactile feedback game these features claimed are inherent).

With regard to claim 3 Woolston teaches wherein both said first computer and said second computer are network access computers which communicate over said network using TCP/IP protocols (column 5, lines 18-20).

With regard to claim 4 Woolston teaches wherein said first computer sends information to a Uniform Resource Locator of said second computer (this feature is inherent to computers interfaced to the INTERNET).

With regard to claim 5 Woolston teaches wherein said first interface device includes a user manipulatable object for receiving input from said user, said user manipulatable object being movable in two degrees of freedom ( the sword is hand held therefore it is inherent that it is movable in two degrees of freedom).

With regard to claim 6 Woolston wherein said first interface device includes a local controller that communicates with said first computer, a plurality of actuators for providing said tactile sensations, and at least one sensor for sensing positions of said user manipulatable object (column 6, lines 30-33).

With regard to claim 7 Woolston teaches wherein said user manipulatable object is receptive to a finger of said user for manipulating said user manipulatable object in said two degrees of freedom ( This feature is inherent because one needs fingers to hold the sword).

With regard to claim 8 Woolston teaches wherein said haptic feedback signal includes a haptic feedback command that can be parsed by said local controller such that said controller can control said actuators in response to said haptic feedback command in a control loop with said sensors ( this feature is inherent because there are multiple actuators used for torque in sword).

With regard to claim 44 Woolston teaches wherein said first computer and said second computer communicate with at least one server over said network, wherein said information received from said first computer and said information received from said second computer are communicated via said server (Woolston shows multiple computers on the INTERNET and therefore this feature is inherent).

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With regard to claim 45 Woolston teaches wherein said image displayed in said second gaming environment includes a graphical object that can interact with a projectile (user 1 sword hitting user 2 sword reads on this).

With regard to claim 47 Woolston teaches wherein said image displayed in said second gaming environment includes a graphical object having a location based on position information received from said second interface device, said graphical object able to collide with a different graphical object displayed in said second gaming environment, said different graphical object having a location based at least in part on said information received from said first computer (Woolston illustrates a interactive tactile feedback multiple player game these features claimed are inherent).

With regard to claim 48 Woolston teaches wherein said image displayed in said second gaming environment includes a graphical object having a location based on position information received from said second interface device, said graphical object able to collide with an obstruction displayed in said second gaming environment (Woolston illustrates a interactive tactile feedback multiple player game these features claimed are inherent).

With regard to claims 57-59, 61, 63, 64, 68, 69 Woolston was shown above in apparatus claims 1-7, 44, 45, 47, 48 to read on all the limitations of these method claims because the method of using the Woolston apparatus is inherent.

With regard to claim 60 Woolston teaches further comprising sending tactile sensation data stored on said server computer to said first computer (this feature is inherent to how servers on the INTERNET work).

With regard to claim 66 Woolston teaches wherein said displayed player graphical object represents a sporting object (Sword fighting is considered a sporting event its commonly called fencing).

With regard to claim 67 Woolston teaches wherein said displayed player graphical object includes a weapon (Sword are used as Weapons also).

With regard to claim 70 Woolston teaches wherein said different graphical object is an obstruction in said game environment ( this feature is inherent to the game of sword fighting).

With regard to claims 91, 93, 95, 96, 97, 99 Woolston was shown above in apparatus claims 1-7, 44, 45, 47, 48 to read on all the limitations of these method claims because the method of using the Woolston apparatus is inherent.

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With regard to claim 92 Woolston teaches wherein said local model of said particular client computer also receives button data from said associated haptic feedback device, said button data describing a state of at least one button on said associated haptic feedback device (figure 1, item 202).

With regard to claim 98 Woolston teaches wherein a sound is associated with an event occurring in said computer-gaming simulation, wherein said computer synchronizes the output of said sound with said tactile sensation that is associated with said event (figure 1, item 203).

With regard to claims 9, 11, 12, 14, 15, 49, 50 Woolston was shown above in the game apparatus claims 1-7, 44, 45, 47, 48 to read on all the limitations of these more broad apparatus claims.

With regard to claim 13 Woolston teaches wherein said second computer means input comprises at least one of a position input for said human/computer interface device, and a button click input (figure 1, item 202).

With regard to claims 16-21, 25, 51-56 Woolston was shown above in the game apparatus claims 1-7, 44, 45, 47, 48 to read on all the limitations of these more broad method claims because the method of using the Woolston apparatus is inherent.

With regard to claim 24 Woolston teaches wherein said first haptic feedback device includes an object representing a body part to be physically contacted by a user (figure 10).

With regard to claims 26-29, 31, 33, 34 Woolston was shown above in the game apparatus claims 1-7, 44, 45, 47, 48 to read on all the limitations of these more broad method claims because the method of using the Woolston apparatus is inherent.

With regard to claim 30 Woolston teaches wherein at least one of said first and second manipulandums represents a body part (figure 10).

With regard to claims 35-41 Woolston was shown above in the game apparatus claims 1-7, 44, 45, 47, 48 to read on all the limitations of these more broad method claims because the method of using the Woolston apparatus is inherent.

With regard to claims 71, 73, 75, 76, 78, 79, 80 Woolston was shown above in the game apparatus claims 1-7, 44, 45, 47, 48 to read on all the limitations of these more broad method claims because the method of using the Woolston apparatus is inherent.

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With regard to claim 77 Woolston teaches wherein said information received from said second computer includes visual information depicting a body part (figure 10).

With regard to claims 83-89 Woolston was shown above in the game apparatus claims 1-7, 44, 45, 47, 48 to read on all the limitations of these more broad apparatus claims.

*Allowable Subject Matter*

3. Claims 22, 23, 42, 43, 46, 62, 65, 72, 74, 81, 82, 90, 94, 100 are objected to as being dependent upon a rejected base claim, but would be allowable if rewritten in independent form including all of the limitations of the base claim and any intervening claims.


*Conclusion*

4. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Paul Bell whose telephone number is (703) 306-3019. If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Steven Saras, can be reached at (703) 305-9720.

Any response to this action should be mailed to: Commissioner of Patents and Trademarks  
Washington, D.C. 20231  
or faxed to: (703) 872-9314

Hand-delivered responses should be brought to Crystal Park II, 2121 Crystal Drive, Arlington, VA, Sixth Floor (Receptionist). Any inquiry of a general nature or relating to the status of this application or proceeding should be directed to the Technology Center 2600 Customer Service Office whose telephone number is (703) 306-0377.

*Paul Bell*  
Paul Bell  
Art unit 2675  
25 February 2002

  
STEVEN SARAS  
SUPERVISORY PATENT EXAMINER  
TECHNOLOGY CENTER 2600